

QUAD

Object: Win the most cards.

Using a Standard Deck: A=1, J=11, Q=12, K=13, Jokers=wild

Play: The dealer (who also plays) assigns a value to the wild card (1 is the easiest, but any value from 1-14 is OK). The game is played in turns, but the cards are dealt to the middle of the table for all to see. The dealer turns up 4 cards for the first player and then turns up 1 more card which is the Target Number.

The first player tries to combine as many of the four cards as possible that when added or subtracted equals the Target Number. The cards used in the solution and the Target Number card are kept by that player and placed in his/her win pile. Any cards not used in the solution by that player are left on the table for the next player, who also receives an additional 4 cards and a new Target Number. Example: 3, 6, 2, 7 are dealt and the Target Number is 8. The player indicates that $6+2=8$. That player would pick up the 6, 2, and 8 for his win pile. The next player would have the left over 3 and 7 plus the dealer would deal out four new cards and a new Target Number for the second player. The second player would have the cards 3, 7, 5, 10, 4, wild (which the dealer said was worth 2) and the Target Number is 12.

Player two indicates that $10-4=6$; $6+7=13$; $13-3=10$ and $10+2(\text{the wild card})=12$. That player would get to pick up the 10, 4, 7, 3, wild card plus the Target Number because he used all of those numbers in his solution. The 5 would be left over for the next player.

Variations:

- Remove all face cards to make the game easier.
- Allow addition, subtraction, multiplication and division to make the game more challenging.
- Turn over and add the value of two cards for the Target Number to make the game more challenging.

